SEGA CD™

For use with NTSC Sega CD systems.

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4423

OFFICIAL SEGA SEAL OF QUALITY

SILPHEED™

GAME ARTS

SEGA™

Rated by V.R.C.™

GA

Appropriate for all audiences.

General Audiences

Warnings

READ BEFORE USING
YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

Starting Up: How to Use Your Sega CD

1. Set up your Sega CD system by following the instructions in your Sega CD System Instruction Manual. Plug in Control Pad 1.

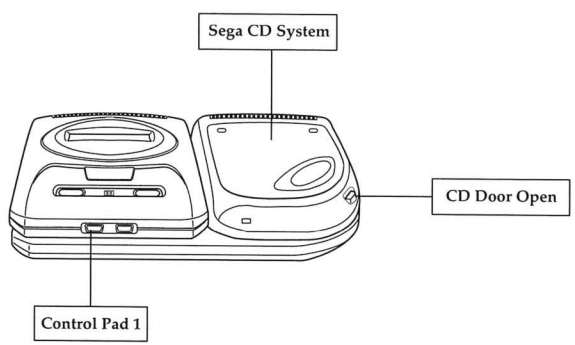
2. Turn the system ON. The Sega CD animated display will appear. (If nothing appears on screen, turn the system OFF and make sure it is set up correctly.)

3. Press Button A, B or C on the Genesis Control Pad, and the on–screen Control Panel will appear. Press the open button on the Sega CD to open the door.

4. Place the *Silpheed* disc in the well of the CD tray and close the door.

5. Use the D-Button to move the cursor onto CD-ROM and press Button A, B or C. The opening screens of the game will appear.

6. If you wish to stop a game in progress or the game ends, press the Reset Button on the Genesis console to display the on-screen Control Panel.



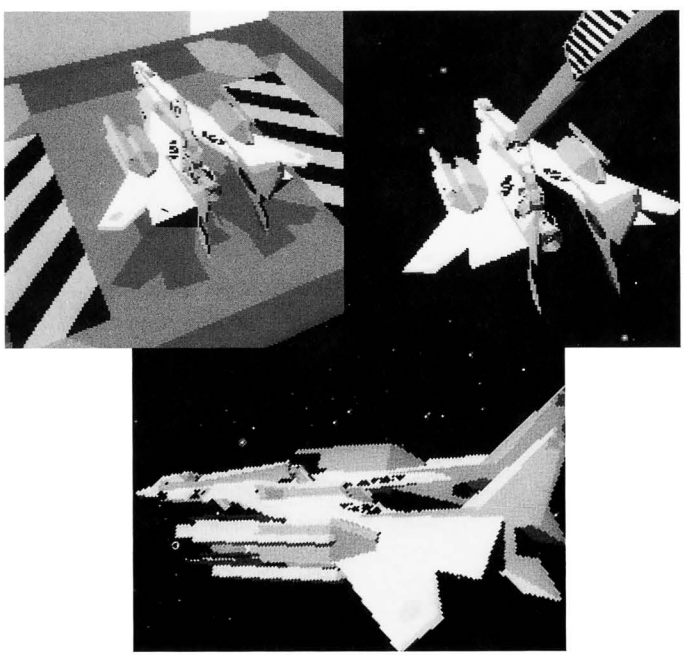
For Game Play Assistance, call 1-415-591-PLAY.

Destination Earth

In the year 3076, an unmanned solar space force fleet suddenly started to attack the colony planets. The Grayzon System, the central photon computer that integrates and controls the whole galaxy network on the mother planet Earth, was network-jacked by an unknown terrorist group. The leader of the terrorists solemnly introduced himself as the "Zakalite".

The survivors of the Galaxy Union and the Colony Planets Fleet assembled all their forces to strike at the "Zakalite". Sixty-four light years lay across their way to the solar system.

After drastic restructuring and the addition of reinforcements to the tactical fighter space craft the *SA-77 Silpheed*—their last resort—the remaining fleet began the counter attack. Their destination, the mother planet—Earth.

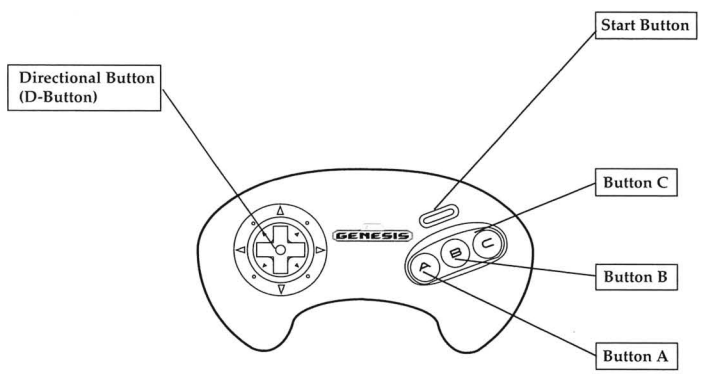


The Long Journey Home

As pilot of the *Silpheed*, you have to get through 11 stages to reach Earth and put the Grayzon System back in the hands of its rightful owners. You are armed with two Main Weapons, left and right, and an Optional Weapon, with a choice from an arsenal that expands as you pick up points. On the defense front, the *Silpheed* has a Shield that can stand up to six bursts of damage. You pick up points, repair your Shield and gain other special powers as you pick up Items.

Take Control

You face an enormous tract of space and constant terrorist attacks. The destiny of the *Silpheed*, and of Earth itself, depends on your mastery of the control buttons.



D-Button

- Press up and down to move around the Option screen; left and right to change responses.
- Press to steer the *Silpheed*.

Start Button
- Press to start the game.
- Press to advance through nongame screens.
- Press to pause and restart games.

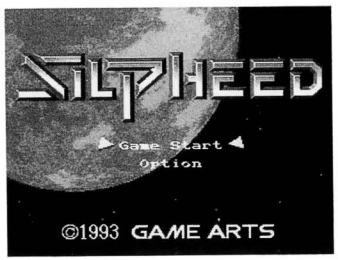
Buttons A and C
- Press to fire Main Weapons.

Button B
- Press to fire Optional Weapons.

Note: The principal functions of Buttons A, B and C described in this section are the default settings, which can be interchanged in the Options screen (see page 7).

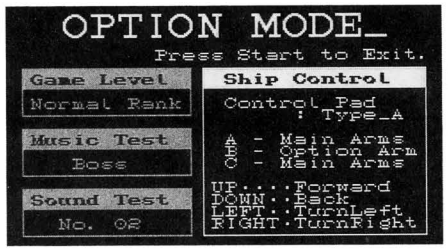
To owners of the 6-Button Arcade Pad: Buttons X, Y and Z have no functions in this game.

Getting Started



When you switch *Silpheed* on, the Sega logo appears, followed by the Game Arts logo. Wait a few seconds, and you get a chance to look around the *Silpheed* and watch the fleet's departure. Either press the Start Button or wait until the scene is over to move to the Title screen. Press the Start Button again, and the choice of Game Start and Options appears. Use the D-Button to select the desired feature, and then press Button A, B or C or the Start Button to launch straight off for Earth or take a look at the game settings.

Options



Press the D-Button up or down to highlight an option, left or right to change responses.

Game Level comprises Normal or Hard rank, determining how tough your voyage will be.

Music Test allows you to sample the sound track from each Stage of the game. Press the D-Button left or right to select the Stage. Buttons A, B or C stop and start the music.

Sound Test offers you a preview of the game's sound effects. Press the D-Button left or right to change sounds and Button A, B or C to check out each sound.

Ship Control assigns functions to Buttons A, B and C. You can use any two to fire your Main Weapons and one for your Optional Weapon or vice versa. Press the D-Button left or right until the desired configuration appears.

Satisfied? Press the Start Button to go back to the Title screen.

Onward!

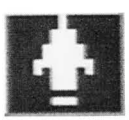
If you select Game Start at the Title screen, a story screen appears. Either pick up some background info or press the Start Button and "Stage 01" comes on screen. Wait a few seconds for the action to begin.

In Stage 01, your weapons are fixed. Before other Stages, following the story screens you are shown the Weapon Select screen. Press the D-Button left or right to move the cursor between the choices and Button A, B or C to enter your selection and move to the next weapon. When you have picked your left and right Main Weapons and your Optional Weapon, press the Start Button to advance to the Stage name.

Weapons

The *Silpheed* has four Main Weapons and four Optional Weapons. Your choice of Main Weapons increases by one with every 40,000 points and Optional Weapons with every 50,000 points you score. Optional Weapons are assigned at random. Their use is limited, and the amount of energy remaining is shown below your score on the right of the screen. You lose energy when you deploy the weapon or suffer damage, and gain energy when you destroy enemies, gain certain Items and successfully complete a Stage.

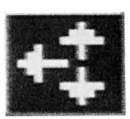
Main Weapons



Forward Beam: Shoots straight ahead. Available from Stage 01.

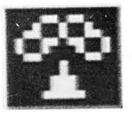
Wide Beam: Fires over an arc of 120 degrees. A powerful, short-range weapon.

Phalanx Beam: Shoots forward in a V-shape.

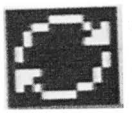


Auto-Aiming: Locks in on a target when you fire at it.

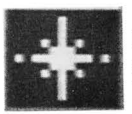
Optional Weapons



Graviton Bomb: Blocks enemy fire from ahead.



E.M. Defense System: Creates a barrier that blocks enemy fire. Can be used three times.

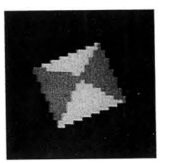


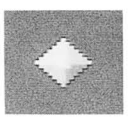
Photon Torpedo: Equipped with an automatic tracking function. Fires in eight directions simultaneously.

Anti-Matter Bomb: A devastator if it explodes on impact.

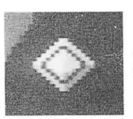
Items

Items are enclosed in Item Carriers. Blast one open and the Item breaks free. Then pick it up by touching it.

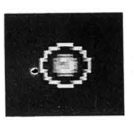




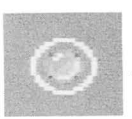
Bonus 1: Worth up to 5,000 points.



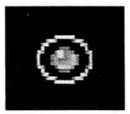
Bonus 2: Worth between 5,000 and 10,000 points.



1 Repair: Restores one Shield defense unit.



2 Repair: Restores two Shield defense units.



3 Repair: Restores three Shield defense units.

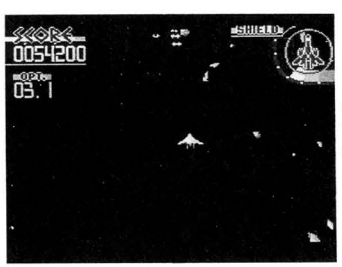
All Repair: Restores Shield to maximum defense capability.

Option Energy Up: Boosts Option Weapon energy.

Destroy: Eliminates all enemies on the screen.

Invincible: Makes the *Silpheed* immune to enemy fire for a limited time.

How Things Are Going



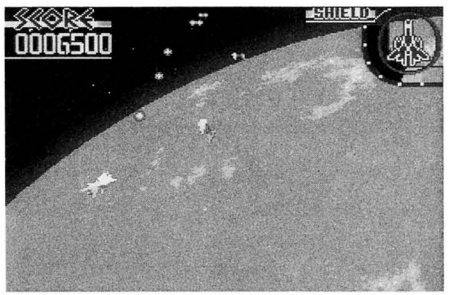
Monitor your progress using the data on screen.

Score: Gain points by wiping out enemies or picking up certain items.

Shield: Your Shield can take up to six hits or collisions. Certain Items will repair your Shield. If this gauge reaches empty, "No Shield" appears on the screen.

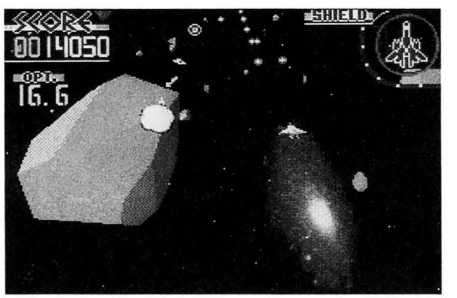
Option Energy: If you have sufficient points, you are offered Optional Weapons with a limited use. This indicator shows how much energy is left.

Stages



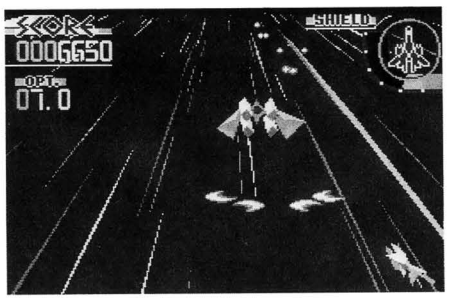
Stage 01

Stage 02



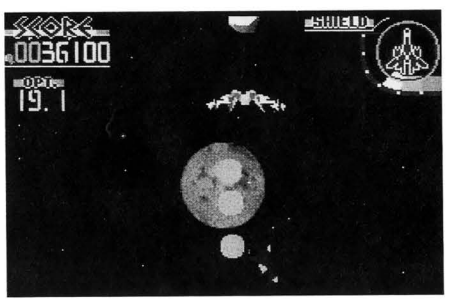
Stage 03

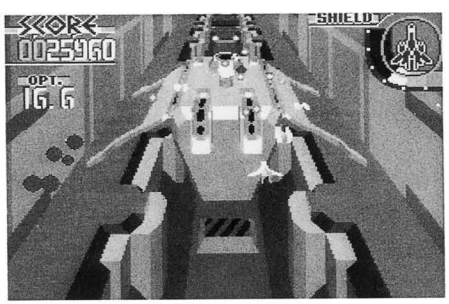
Stage 04



Stage 05

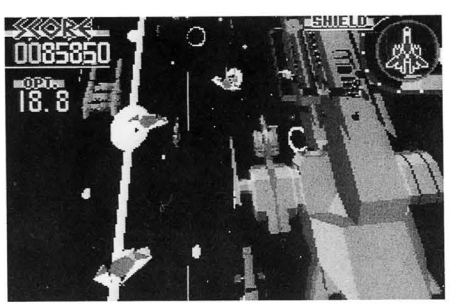
Stage 06





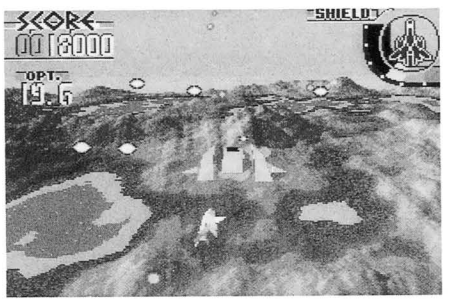
Stage 07

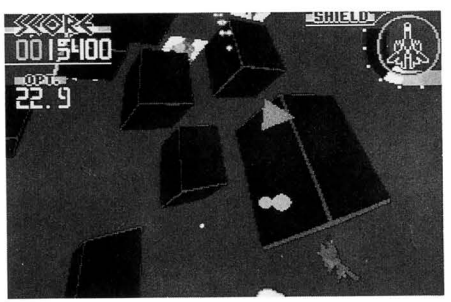
Stage 08



Stage 09

Stage 10



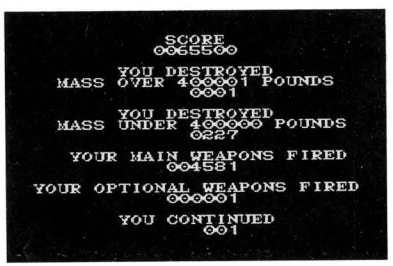


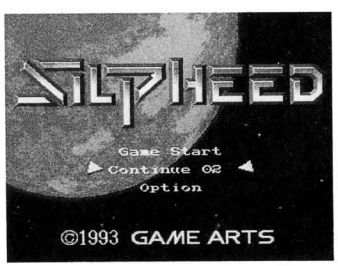
Stage 11

Game Over/Continue

If you sustain damage when your Shield is down, "Weapon Failure" comes up on screen. You can continue firing, but with a single weapon on reduced power. If you are hit or collide with something again, you are further handicapped with "Engine Failure." Game Over occurs if you suffer further damage.

Following the Game Over screen, you see a summary of your performance. This includes the number of enemy craft you gunned down (classified by weight), the number of times you fired your Main and Optional weapons and how many Continues you used. Press Button A, B or C or the Start Button to go to the Title Screen.





You start off with three Continues. If you still have some remaining when Game Over appears, you are offered a choice of Start, Continue or Options; if you are out of Continues, you are only offered Start and Options, which is to say, you are back to the beginning.

Prelaunch Pointers

- Use Stage 01 as a practice run to get a feel for the *Silpheed* and work out how to pick up Items.

- Choose your Optional Weapon strategically. Some are more suitable than others for any given Stage.

NOTES

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

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If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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- ***HOT-WIRED*™! EXCLUSIVELY FOR SEGA CD OWNERS:** *Hot-Wired* puts you on our priority mailing list for fast-breaking news on SEGA CD technology, radical new games, cool new sounds and exclusive offers.
- **CHARTER MEMBERSHIP ELIGIBILITY** in our soon-to-be announced Sega CD owners club.

REGISTER TODAY AND WATCH FOR MORE INFORMATION!

1. HOW TO ENTER: Completely fill out the registration card and mail it. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail.

2. JUDGING: There will be 4 drawings. Each of the drawings will take place on a quarterly basis, on or about March 31, June 30, September 30, and December 31, 1993. Winners will be selected at random from all entries received five (5) days before the drawing dates by Marden-Kane, Inc., an independent judging organization whose decisions are final. Only one prize per person, family, organization or household. If your registration card is received after any one of the drawings it will be automatically entered into the next drawing, except for the last drawing.

3. NOTIFICATION: Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and a Publicity/Liability Release which must be returned within 14 days from date of notification.

4. PRIZES: There will be 1 prize awarded in each of the four drawings. Each prize consists of approximately 60 music CDs. Approximate retail value $1,000.00 each. All taxes are responsibility of the winner. No prize substitutions, or transfers permitted.

5. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States and its possessions, except employees and their immediate family members of Sega of America Inc., its divisions, subsidiaries, affiliates, advertising and promotion agencies. Void where prohibited by law.

6. WINNERS LIST: For names of winners, send a self-addressed, stamped envelope to Sega CD Sweepstakes Winners, Inc., P.O. Box 712, Sayreville, NJ. 08871.

7. OFFICIAL SWEEPSTAKES RULES: Sweepstakes subject to complete Official Rules. To obtain a copy of official rules send a stamped self-addressed envelope to Marden-Kane, Inc., Sega CD Rules, 1255 Post St. Ste. 625, San Francisco, CA 94109.

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